

Project Title	Funding	Strategic Plan Objective	Institution
Improving emotion recognition skills in children with ASD: A test of new intervention	\$10,000	Q4.Other	Wayne State University
Adaptive response technology for autism spectrum disorders intervention	\$349,876	Q4.Other	Vanderbilt University
A novel adaptive transactional virtual reality-based assistive technology for autism intervention	\$116,875	Q4.Other	Vanderbilt University
MRI: Acquisition of instruments for interaction, learning, and perception in virtual environments	\$0	Q4.Other	Vanderbilt University
HCC-Medium: Personalized socially-assistive human-robot interaction: Applications to autism spectrum disorder	\$28,756	Q4.Other	University of Southern California
Developing a 3D-based virtual learning environment for use in schools to enhance the social competence of youth with autism spectrum disorder	\$498,378	Q4.L.D	University of Missouri
Animated Visual Supports for Social Skills (AViSSS)	\$0	Q4.Other	University of Kansas Medical Center Research Institute, Inc.
Phase 2: Animated Visual Support for Social Support (AViSSS); An interactive virtual experience for social skill development	\$248,001	Q4.Other	University Of Kansas Center For Research, Inc.
Transitions from augmentative or alternative communication (AAC) to speech: A pilot investigation	\$60,000	Q4.S.G	University of Kansas
Communication success and AAC: A model of symbol acquisition	\$332,388	Q4.S.G	University of Kansas
Making words meet: Using computerized feedback to facilitate word combinations in children with ASD	\$89,132	Q4.S.G	University of Illinois at Urbana Champaign
Visualizing voice	\$28,000	Q4.S.G	University of Illinois at Urbana Champaign
iSKILLS : The audio/video guidance repository for life skills	\$389,442	Q4.L.D	University of Georgia
Customized representations promote language learning for older learners with ASD	\$76,500	Q4.S.G	University of Delaware
Robot child interactions as an intervention tool for children with autism	\$353,250	Q4.Other	University of Connecticut
Developmental and augmented intervention for facilitating expressive language	\$626,381	Q4.S.G	University of California, Los Angeles
Expanding the reach of toddler treatment in autism	\$10,000	Q4.L.D	University of California, Davis
HCC: Collaborative research: Social-emotional technologies for autism spectrum disorders	\$0	Q4.S.F	The Groden Center, Inc.
Virtual environment for social information processing (VESIP)	\$0	Q4.Other	Soar Technology, Inc.
Virtual Environment for Social Information Processing (VESIP) Phase II	\$335,758	Q4.Other	Soar Technology, Inc.
Daily living and community skills video game for children with developmental disabilities	\$0	Q4.Other	Sandbox Learning Company
Utility of social robots for promoting joint attention in infants and toddlers with disabilities	\$199,910	Q4.Other	Orelena Hawks Puckett Institute

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Do animations facilitate symbol understanding in children with autism?	\$197,259	Q4.S.G	Northeastern University
Phase II. Digital Interactive Scene Program for Language in Autism (DISPL-A)	\$484,483	Q4.S.G	Monarch Teaching Technology, Inc.
HCC: Collaborative research: Social-emotional technologies for autism spectrum disorders	\$0	Q4.S.F	Massachusetts Institute of Technology
iPrompt to improve teaching students with ASD	\$271,835	Q4.L.D	HandHold Adaptive, LLC
Computerized system for phonemic awareness intervention	\$216,403	Q4.S.G	Biospeech, Inc.
Using robotics to promote social cognitive skills in the inclusive classroom	\$0	Q4.Other	Anthrotronix, Inc.
An interactive social tutoring system to improve and measure social goals for students with high functioning autism spectrum disorders	\$0	Q4.Other	3-C Institute for Social Development
A computer-based social intervention for students with high functioning ASD: Using technology to improve special education	\$149,993	Q4.L.D	3-C Institute for Social Development

